Prinztronic Tournament

TANK BATTLE 5005

CARTRIDGE

This game does not use any of the skill switches or selector buttons on the game console. In order to start play just press the reset button on the game console.
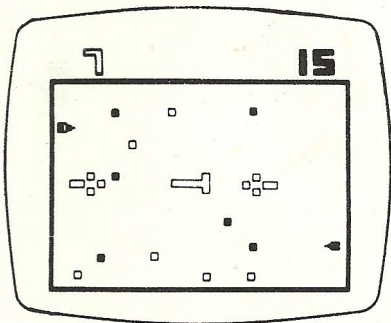
INSTRUCTIONS

5005 TANK BATTLE CARTRIDGE

This cartridge enables you to play a simulated tank battle on the Prinztronic Tournament Colour Programmable 5000. Each player controls a missile-firing tank. The tanks must be manoeuvred through a battle-field littered with mines and tank barriers.

Insert the Tank War Cartridge into the Game Console and plug the Tank Control Units into their sockets at the top of the cartridge.

Switch the Game Console on and press the Reset Button to start the Game. Your TV will display the Tank Battle-field as shown with two opposing tanks, mines and barriers.

Notes: Switches A, B and C are not required for the Tank War Game, they do not have any effect on the game.

The tanks are separately controlled by operating the corresponding control units. Each control unit has five operational keys.

CONTROL KEYS

### ↑. Forward Control

To start your tank moving forward press and hold the key with the arrow pointing upwards ↑ . The tank will move forward at low speed. If you release the key the tank will continue to move at low speed. If you continue to hold the key the tank will shift into medium speed and several seconds later shift into high speed. Release the key when the tank is moving at the speed you desire. To stop the tank moving forward press the reverse key ↓ and hold until the tank stops.

↓ Reverse Control

To make your tank move in reverse press the reverse key ↓ and hold until the tank is moving at the speed you desire. If you continue to hold the reverse key ↓ after the tank starts moving, after several seconds it will shift into medium speed and finally shift into high speed. To stop the tank when it is moving backwards press the forward key ↑ and hold until the tank stops.

$\boxed{\leftarrow}$ $\boxed{\rightarrow}$ **Direction Controls**

The right and left keys are used to change the tank's direction or to rotate the tank. The right key $\boxed{\rightarrow}$ will cause the tank to turn right when it is moving forward by turning clockwise. The tank will continue to turn as long as the key is depressed. When the tank is moving backwards the $\boxed{\rightarrow}$ key will result in a left turn.

The left key $\boxed{\leftarrow}$ will, likewise, cause the tank to turn left when moving forwards by turning the tank counter-clockwise. When moving in reverse the $\boxed{\leftarrow}$ key will cause the tank to move to the right.

When the tank is not moving, pressing the right or left keys will cause the tank to rotate.

$\boxed{\oplus}$ **Fire Control**

Missiles are fired by pressing the Fire Control $\boxed{\oplus}$ Key. After firing, the missiles can be guided by pressing the desired direction control $\boxed{\leftarrow}$ or $\boxed{\rightarrow}$. After launching one missile there will be a delay of several seconds before another missile can be fired. This is to simulate the time necessary to reload and prepare another missile for firing.

Your score will increase for each direct hit made on the enemy's tank. When a tank has been hit, it is temporarily immobilized and the controls will not function for several seconds.

Explosive mines are located at several locations on the battlefield. If your tank runs over a mine, it will explode and cost you points — so drive carefully.

There are tank barriers located on the battle-field. These barriers will block missiles — when a missile is fired at a barrier it explodes when it hits the barrier. The barriers also block the tanks so you must manoeuvre your tank around the barriers.

This game also features hidden tank traps which can stop your tank. To simulate the realism of a tank battle over unknown terrain, the location of these hidden traps is not fixed. Their precise position will vary from game to game. However they are most frequently set near the borders around the lower right and upper left-hand sections of the battle-field. Use caution when driving your tank in these areas — you may get stuck.

To add further realism to the Tank War Game, the latest version of this game includes programmed 'misfires'.

To simulate the random occurance of a missile failure or misfire during battle, the game cartridge has been programmed to sometimes cause misfires when the tanks are in certain positions on the left hand side of the screen. When this occurs the missile may appear to explode in a position different from where it was aimed or it may not fire.

The battle is won by the first side to score 16 points. When one tank has scored 16 the score will flash to signal the end of the game.

After the score reaches 16 the tanks can continue to move or fire. However no additional hits are added to the score.

Press Reset to start a new game.

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